

TAR-WARS TALES OF THE JEEU

The Golden Age of the Sith



The Fabric of an Empire

A thousand years before the Great Sith War and the defeat of Exar Kun, two impetuous young hyperspace explorers, the brother and sister team of Gav and Jori Daragon, launch themselves into the unknown. Fleeing from a chain of bad decisions in the Republic worlds controlled by Empress Teta, they set a distant course at random — and land in the middle of the fobled Sith Empire!

Their ship, Starbreaker 12, appears over the mausoleum world of Korriban, where a funeral procession of Sith Lords has come to inter their ruler, the Dark Lord Marka Ragnos. On the steps of a monumental tomb, glimpses of an underlying power struggle appear: two of the most powerful Sith Lords vie for the new title of Dark Lord and control of an empire.

Ludo Kressh wishes to follow in the footsteps of his predecessor, to keep the Sith Empire stable and prosperous, not to overextend their resources but to maintain a tight grip on the Sith people, whom they have dominated for millennia. His rival Naga Sadow feels the ancient empire is growing stagnant and needs to extend its boundaries, to conquer new worlds and bring new blood into their grasp. Only moments after the dead Dark Lord is entombed, Sadow and Kressh engage in a vicious duel — but their battle is halted by the spectral image of Marka Ragnos rising from the crypt to warn them that the fate of the entire empire is in their hands.

Just then, Gav and Jori land among them, innocent explorers hoping to make their fortune by establishing trade. But the gathered Sith Lords see the strangers' arrival as clear evidence of Ragnos' warning. Gav and Jori are captured, about to become pawns in a power struggle that will span two empires...

























































